

# CV

(public – please email for full C.V. If required)

John Godwin

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I am an enthusiastic digital modeler/sculptor, texture and concept artist. I have been working at Sony Computer Entertainment London Studio primarily as a character artist, but I am interested in all aspects of digital art. I'm a quick learner, proficient in Maya, 3DS MAX, Silo, Zbrush, Mudbox, Photoshop, Painter, Flash, After Effects... and of course eager to learn more.

## Qualifications:

BA Hons Digital Animation – *First Class Honours*

Art Foundation - *Distinction*

## Work Experience:

November 2007 – present.....Sony Computer Entertainment (Character Artist)

March 2004 - August 2005.....Babel Media (Artist)

July 2001 - Sept 2001.....Climax Game Studios (Junior Artist)

## Personal Details:

Age : 25

Nationality : British

Driving Licence : Full Motorcycle, Full Car